



DMITRY SERGEEV

NARRATIVE PRODUCER



EXPERIENCE

PLAYKOT
2023 - now

NARRATIVE PRODUCER
Age of Magic

BELKA GAMES
2018 - 2023

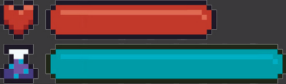
LEAD NARRATIVE DESIGNER
Clockmaker, Solitaire Cruise, Happy Home and other R&D projects

LAVKA GAMES
2020 - 2023

NARRATIVE PRODUCER & GD
Detective Adventure, 'Silent Witness' (2022)
Detective Adventure, 'Retro City' (2024)

DRAGONEREUM.IO
2018

NARRATIVE DESIGNER
Dragonereum



CONTACTS

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EDUCATION

CALIFORNIA INSTITUTE OF THE ARTS

Story & Narrative Development
for Video Games, Course (2018)

FILM SCHOOL, SPB FILM & TELEVISION UNIVERSITY

Advanced training course in film production,
screenwriting & movie directing (2016)
Special Prize — Filmmaker Festival (2016)

EUROPEAN MASTER'S DEGREE IN MANAGEMENT

Higher School of Economics (2012)

TOOLS



LANGUAGES

ENGLISH [PROFICIENCY, C1]

RUSSIAN [NATIVE, C2]

GREEK [BEGINNER, A2]

HOBBIES

VIDEO GAMES
BOARD GAMES
DUNGEON & DRAGONS
GEOCACHING



NARRATIVE SKILLS

◆ DELIVER FULL-CYCLE NARRATIVE CONTENT

From lore bibles and high-level arcs to specific dialogues, characters and episodes. Deep understanding of GameDev production

◆ DIRECTING VISUAL STORRYTELLING & UX

Crafting engaging narrative through directing cutscenes, UI / UX solutions, design of character & environment, not the text alone

◆ LIVE-OPS & F2P NARRATIVE SYSTEMS

Building narrative loops that support retention, progression, and long-term player motivation in mobile F2P

◆ NARRATIVE STRATEGY & CONTENT SCALABILITY

Creating scalable narrative frameworks that work across multiple projects and live game updates

◆ MARKET RESEARCH & DATA-DRIVEN & UA CREATIVES

Using research, benchmarks, and product goals to support narrative direction and storytelling priorities. Close work with UA Creatives team

◆ MULTI-CULTURAL ADAPTATION

Exprience of crafting a narrative for a global market and different cultures. Close work with localization team.

MANAGEMENT SKILLS

◆ TEAM LEADERSHIP & PERFORMANCE

Leading cross-cultural narative teams through goal-setting, mentoring, feedback culture, and structured roadmaps

◆ HIRING, ONBOARDING & TEAM SCALING

Supporting hiring pipeline: interviews, candidate assessment, onboarding, and building a strong narrative team structure

◆ CROSS-PROJECT DELIVERY & RISK MANAGEMENT

Managing priorities across multiple projects, identifying bottlenecks early, and ensuring reliable narrative delivery

◆ NARRATIVE PIPELINES & AI INTEGRATIOS

Experience in building efficient narrative department pipelines, including successful cases of AI integration in narrative team workflows

◆ STAKEHOLDERS COMMUNICATION & DESISION DEFENSE

Experience in collaboration with stakeholders & cross-functional teams. Aligning narrative goals with Product, Game Design, Art, UA, and Live-Ops teams